

# Weekly report (2012.7.2~7.9)

## Done

This week, I continue doing some work upon MapReduce.

- 1) I tried to improve the rasterize algorithm itself to see its contribution to the speed-up of the whole job, but there is some problem with the new algorithm that will crash it, such as it consumes too much memory when the image size expand, so, I need to fix it next week.
- 2) After another reading of the paper "*Parallel Visualization on Large Clusters using MapReduce*", I tried changing the task number of the Map and Reduce, but it didn't works well. However, I discovered several new bugs inside my previous implementation, which helps improving my understanding of MapReduce. After I fixed the bug, it seems that the result I reported earlier that it cost 1h17m to "complete" a scene with 0.1G triangles and 0.3G pixels is wrong, it needs about 2h18m to complete the job in fact.

## To Do

- 1) I'll complete the new rasterize algorithm base on scanline and make some test.
- 2) Prepare for my final exam to get the driving license.